Subject: C&C_Tiberium_pit_3
Posted by Titan1x77 on Tue, 19 Aug 2003 02:43:51 GMT
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I decided to get to work on Tiberium cave/pit 3...TibPit was my 1st map and cave was an attempt to fix it up...Now that Ive got some Modeling skill,Im going to make a full modeled Version in ren-x...old ones were heightfield crap

Ive got Tunnels leading to the pit/cave in the middle....this time PP's will be inside the base and infantry will fight over the 2 Silo's inside the Pit...vehicles will have no way of reaching the Silo's

I made this map alot larger and less compact then the 1st version....the back side of the bases will have Gates....front side will be open with a few stone walls surronding them.

It Will be flying and have recons for Nod...Gdi will get Recons aswell(only available in the extras)

Becasue of the Size im placing in some teleporters from the base to the Pit,but none from the pit to the base.

Heres some progress

Subject: C&C_Tiberium_pit_3
Posted by mike9292 on Tue, 19 Aug 2003 02:45:27 GMT
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looks good

Subject: C&C_Tiberium_pit_3
Posted by TheMouse on Wed, 20 Aug 2003 20:58:50 GMT
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nice. when is it going to be released? or is it for tibevo?

Subject: C&C_Tiberium_pit_3
Posted by Titan1x77 on Thu, 21 Aug 2003 00:21:29 GMT
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It is for Tibevo...but I will release a renegade version aswell.

Tibevo will have diffrent structures and units...also might make some geometry changes if need be.